Tactics Ogre

Let Us Cling Together

TEEN
T
CONTENT RATED BY ESRB

SQUARE ENIX

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

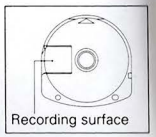
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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**See p.11 for tips on saving game data.*

GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Tactics Ogre disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

~ The Story ~

The Valerian Isles, jewels of the Obero Sea. Long a center of naval commerce, the people here have struggled throughout history for dominion over these shores.

Finally there rose a man to put an end to this conflict. His name: Dorgalua Oberyth. But history would know him as the Dynast-King.

Dorgalua took the disparate races of men calling the islands home and united them as one. For fully half a century he reigned, and Valeria knew prosperity.

But upon his death, three clans rose to claim Valeria for themselves: the aristocratic Bakram, the teeming Galgastani, and the few but hardy Walister. Valeria was once again in the grip of a great blood war.

The Bakram and the Galgastani quickly divided Valeria between themselves, and an uneasy quiet has since settled over the isles. Yet none believe the calm will last.

The Dynast-King Dorgalua

Dorgalua Oberyth Valeria

The Bakram-Valerian Kingdom

Regent Brantyn

Brantyn Morne

Galgastan

Hierophant Balbatos

Leundar Balbatos

The Walister

Duke Ronwey

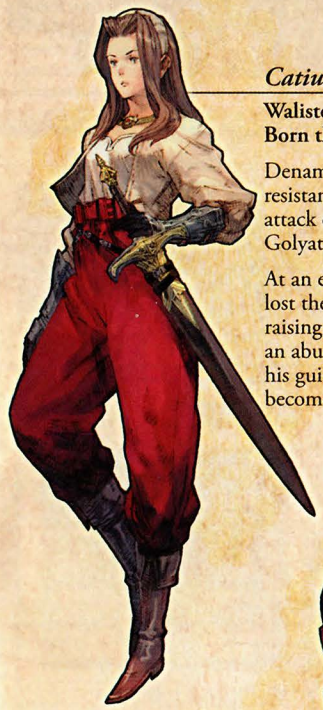
Juda Ronwey

"There is blood on my hands, how long till it lies on my heart?"

Denam Pavel

Walister Age: 18

Denam joined the Resistance after his father, Prancet Pavel, was taken in a Dark Knight attack on their hometown of Golyat. Denam now fights the oppression of the Bakram and Galgastani alongside his sister, Catiua, and childhood friend Vyce.



Catiua Pavel

Walister Age: 19
Born the 15th of Darkscale

Denam's sister Catiua joined the resistance after the Dark Knight attack on their hometown of Golyat.

At an early age, Denam and Catiua lost their mother, and the task of raising them fell to their father, an abuna in the church. Under his guidance, Catiua trained to become a sibyl.

Vyce Bozeck

Walister Age: 18
Born the 14th of Godscale

Denam's childhood friend Vyce found himself orphaned when the Dark Knights slew his father–his only remaining family–in the attack on Golyat a year ago. Vyce seeks to better the Walister's lot against their oppressors: the Bakram and the Galgastani.

What is "Tactics Ogre: Let Us Cling Together"?

Fifteen years from the release of Tactics Ogre in 1995, the original developers have come together to re-imagine the title from the ground up. Use the new World Tarot system to move through the game with unprecedented freedom–an entirely novel way to experience this classic story.

A Tactical Role-Playing Game Experience Like No Other!

In Tactics Ogre, you wield a team of units on the field of battle, mixing different classes, weapons, magic, and abilities to defeat your enemies.

The Flow of Battle

Position your units...

Cut a path through your foes...

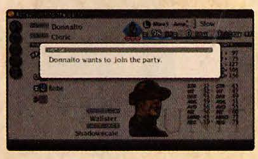
Complete your objectives!

Battle and Become Strong

The experience and skill points your units acquire through battle make them stronger. Use a variety of classes to round out your troops' capabilities.

Grow Your Forces

Your achievements will impress some you meet into joining your cause, while driving others away. You may even win allies with coin. In this way, the people you meet in the world of Tactics Ogre will grow your forces into an army capable of seeing the story through to its conclusion.



Make History

At key points in the story, you'll have to make decisions that will affect the very course of history. Some may even tear close friends apart, setting them on different paths...

The World Tarot and Chariot Tarot... Making "What If" A Reality

The World Tarot (p.27) is a powerful system within the game allowing the player to return to key points in the story with their current forces intact. Ever wondered what would have happened if you'd made a different choice? Now you can see for yourself. You can even go back to an earlier turn in battle with the Chariot Tarot (p.41) to experiment with different tactics.

~ Game Controls ~

A brief description of the names and basic functions of the buttons on your PSP® (PlayStation®Portable) system.

Universal Commands
World Map (pp.14-29) Commands
Battlefield (pp.30-41) Commands

Wireless LAN Switch

L Button
Access the Chariot Tarot System

Directional Keypad
Cursor

Analog Stick
Free Scrolling

PS Button (Home Button)

SELECT Button
Display Select Help

R Button

△ Button
Party Menu
Unit List
Interrupt

○ Button
Cancel
Focus on Party
Focus on Active Unit

✕ Button
Confirm
Open Menus
Terrain Help

□ Button
[+ UP/DOWN] Change Pages
[+ UP/DOWN] Zoom In/Out on Map
[+ UP/DOWN] Zoom In/Out on Battlefield
[+ LEFT/RIGHT] Change View

START Button
System Menu
[+ R button] Take a Screenshot (see p.15)

Select Help

Scrolling help text appears at the top of the screen for any game element selected by the cursor. To view help for elements you cannot select with the cursor, use the "select help" feature. Press the SELECT button to display select help. Use the directional buttons to move the cursor to any item on the screen with a ▫ bullet point to view help for that item.

* Images are of the PSP-3000. While these instructions will apply equally to the PSP-1000 and PSP-2000, the position of the WLAN Switch may vary. Refer to the instructions in the manual supplied with your PSP® system for more information.

~ Start & Save Data ~

When you start up the game, the title screen and main menu will appear. Select the option you want with the directional buttons and press the ⊗ button to make your choice.

Starting A Game

There are three ways to begin a game of *Tactics Ogre: Let Us Cling Together*

New Game	Start at the very beginning. The story will begin once you've chosen a name, birth date, and key details for your hero.
Load Game	Resume a saved game by choosing the saved game data you wish to use.
Continue	Resume a game interrupted in the middle of battle by selecting the Quick Save data you wish to use.

Defining Your Hero

When you begin a New Game, you will have to enter details about your hero.

1 Choosing A Name

Use the on-screen keyboard to enter a name for your hero. When you are finished, select the ✓ or press the START button on your PSP® system.

* Other players may see the name you choose here, so avoid names that may be offensive or divulge personal information.

◆ **Commands for Entering Names**

Directional buttons	Move the cursor
⊗ button	Confirm
○ button	Cancel
△ button	Space

□ button	Delete
START	Finish entry
L button R button	Move text insertion cursor

2 Choose a Birth Date

Use the left and right directional buttons to move the cursor, and up and down direction buttons to change the date. The ⊗ button confirms.

3 Answer the Questions

You will be asked a series of questions. Once you are finished answering all questions, the story will begin.

Multiplayer >> pp.42-44

Assemble a party from your own units and send them to do battle with another player's forces.

Data Install

Install the game data for "Tactics Ogre: Let Us Cling Together" on a Memory Stick™. Installing game data can improve the speeds at which the game reads data during gameplay.

Ending the Game...

When finishing a game, save or quick save, then return to the title screen before turning off the PSP® system.

Take care: you will lose all unsaved data when you return to the title screen.

Saving Your Data

You can save your current point in the game from the World Map by opening the System Menu and selecting "Data" then "Save" (p.16). Saving game data requires a Memory Stick™.

◆ **Different saves require varying amounts of free space**

Save	"Memory Stick Duo™ Memory Stick PRO Duo™"	250KB+
Quick Save	"Memory Stick Duo™ Memory Stick PRO Duo™"	1100KB+
Data Install	Memory Stick PRO Duo™	800MB+
Challenge Party Data	"Memory Stick Duo™ Memory Stick PRO Duo™"	150KB+

~ Game Screens ~

You'll spend most of your time in the game on one of three screens: the World Map, Dialogue Scenes, and the Battlefield.

The World Map >> pp.14-29

Here you can move between the many towns, castles, and fortresses that dot the map. The World Map is also the place to prepare your party before battle, visit the shop, as well as save/load data.

White limestone formations jut like teeth from the top of this gentle, grassy hill
ORDER
Hero of Golyat
Tovanmouth Hill
Day 12 of Cadoele
30000 GOTH

Dialogue Scenes

This is the stage upon which the events of the story play out. Your hero will interact with the other characters and make vital decisions here to determine the fate of all. Choose wisely.

The Battlefield >> pp.30-41

Traveling to a stronghold not under your control on the World Map begins a battle. Deploy your forces wisely to defeat your enemy.

Preparing for Battle (Assembling a Battle Party)

Before going into battle, you must choose which units will form your battle party. Pay special attention to each unit's abilities when making your choices.

Skipping Dialogue

Press the START button during a dialogue scene to pause the action, then press the ⊗ button to skip the scene. If you'd rather return to the scene, press the ◎ button.

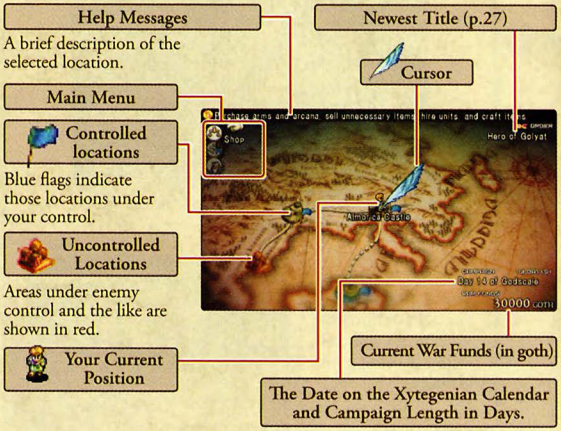
~ World Map ~

Reading the Map

Our story unfolds across the map, through the many towns and castles on the isles of Valeria.

Reading the Map

Use the directional buttons or the analog stick to move the cursor to your chosen destination, then press the ⊗ button. The calendar advances whenever your hero moves.


Help Messages
A brief description of the selected location.
Newest Title (p.27)
Cursor
Main Menu
Controlled locations
Blue flags indicate those locations under your control.
Uncontrolled Locations
Areas under enemy control and the like are shown in red.
Your Current Position
Current War Funds (in goth)
The Date on the Xytegenian Calendar and Campaign Length in Days.
Shop
Hero of Goiyat
Day 14 of Goddeah
30000 goth

◆ **Main Menu (Open with the ⊗ button)**

Party Menu (pp.18-25)	Check on the condition of your units, change unit classes, and more.
Warren Report (pp.26-27)	View the play guide and see information on the events you've witnessed and characters you've met.
Shop (pp.28-29)	Only available in certain towns and castles. Visit shops to buy equipment and hire new units.

Controls on the World Map

The following is a brief description of controls on the World Map.

Directional buttons	Move the cursor (for moving the party to other locations)
Analog stick	Free scrolling (move freely across the world map screen)
⊗ button	Confirm Open the main menu (when the cursor is over the party)
○ button	Cancel Return the cursor to the party's location.
△ button	Open the Party Menu
□ button	[+ Up/Down] Zoom in/out on the map
START button	Open the System Menu (pp.16-17) [+ R Button] Take a screenshot
SELECT button	Open Select Help

Taking Screenshots

Pressing the R button while holding down the START button during the game will save the currently displayed screen as a screenshot. Save your screenshot by selecting "Yes" on the confirmation screen.

Viewing Screenshot Thumbnails In-Game

Saved screenshot thumbnails can be viewed by selecting "Screenshots" (p.16) from the System Menu.

Viewing Screenshots on the Home Menu

Select the folder for Tactics Ogre under "Photos" on the Home Menu to view saved screenshots.

~ World Map ~

System Menu

Pressing the START button on the World Map will open the System Menu. Choose from the following five options:

Data

Save your progress so far, or load previously saved data.

Save	Choose where you want to save your current progress as save data.
Load	Choose the save data to load in order to resume a previous game.

Screenshots

View thumbnails of all saved screenshots.

Controls

View controls for the World Map and Battlefield (p.32). Use the left/right directional buttons or the ⊗ button to change pages.

Options

Set various options for the game. Use the up/down directional buttons to select a topic, and the left/right directional buttons or the ⊗ button to make changes. "Restore Defaults" will reset all options to the standard configuration.

◆ **System**

Cursor Movement	Choose from two cursor movement styles.
Message Speed	Choose to display dialogue one page at a time, or one character at a time.

◆ **Battle**

Action Notifications	Choose whether or not to display the names of actions performed during battle.
Skill Rank Notifications	Choose whether or not to display gains in skill ranks (p.20) with a popup.
Automate Battle Messages	Choose whether or not battle messages should close automatically.
Weather Notifications	Choose whether or not to report changes in weather during battle.

◆ **Misc.**

Keep Previous Battle Party	Choose whether or not to use the previous battle party as a template when entering battle.
Data Install*	Choose whether or not to use previously installed game data. "OFF" is automatically selected when a Memory Stick™ is not found. *Select "Data Install" on the Title Screen to install game data.

Return to the Title Screen

Quit the current game and return to the Title Screen. All unsaved data will be lost, so take care to save before quitting.

~ World Map ~

Party Menu

Use the Party Menu to equip armor and weapons, learn skills and spells, and otherwise prepare your forces.

Party Menu

Choose "Party" from the Main Menu to view a list of all your units. Selecting a unit will bring up a list of commands. Pressing the △ button on the World Map will also take you to the Party Menu.

Unit Information

Press the left/right directional button while holding down the □ button to change the information (current levels, HP, etc.) displayed.

Change Order

Change the order in which to display units.

*Your forces have a maximum limit of 50 units, excepting guests.

Viewing Available Classes

Press the △ button in the Party Menu to view a list of all the classes (p.45) among your units. Here, you can view basic information about classes, including what armor and weapons each can equip, and available skills and magic.

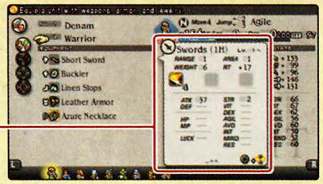
Condition

View unit information such as stats, buffs, and debuffs. For details on unit information, see pp.22-23.

Equipment

View your party's equipment and outfit units.

Equipment Information

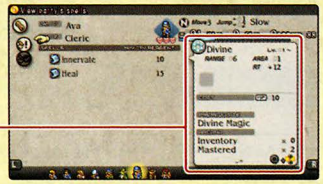


Equip	Change a unit's equipment, first choosing the category, then the piece to be equipped.
Unequip	Remove equipment from a unit.
Auto Equip	Automatically outfit a unit with available equipment to maximize performance based on a role you choose, such as attack or defense.
Unequip All	Remove all equipment from a unit.

Magic

Learn new spells or check the ones you've already acquired.

Magic Information



Browse	View your party's spells.
Learn	Learn a spell from an arcana.

Concerning Arcana

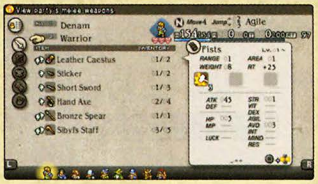
Arcana are written records of spells, by which units may acquire new magic.

Note that only certain magic-using classes, such as wizards or clerics, may cast any spells so acquired.

There are also skill (p.20) and level limitations to casting, so take care when acquiring new spells for your units (pp.24-25).

Inventory*

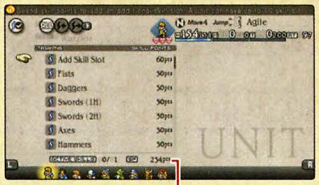
Check your inventory of items. You can select a category to view and change types with the left/right directional buttons.



*Because inventory is shared between all units, selecting "Inventory" will show all items at your troops' disposal, and related information (p.24).

Skills

Here you can check skills, assign skills, and spend skill points (gained by units in battle) to acquire new skills. Different classes have access to different skills. Skills are required to use magic.



Total Skill Points

Assign	Assign skills to a unit.
Browse	View a unit's skills.
Learn	Spend skill points acquired in battle to learn new skills. You can increase the number of possible skills in exchange for skill points to a maximum of 10.
Remove	Remove an assigned skill.
Remove All	Remove all assigned skills.

Improving Skill Ranks

Some skills can be improved by performing a specific action related to that skill during battle.

Finishing Moves*

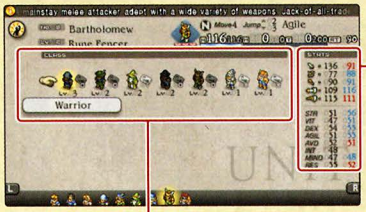
Finishing moves are acquired by raising the rank of a weapon skill such as Fists, Swords (1H), or Bows. Check details on acquired finishing moves here.

*This command appears as you progress through the story.

Change Class*

By using classmarks, items which are obtainable at the shop (p.28) or in battle, it is possible to change the class (p.45) of your units. After choosing a unit, use the directional buttons to pick the class to change, and then press the ⊗ button. Look to the right of the screen to see the unit's stats after the class change to help with your decision.

*This command appears as you progress through the story.



Stats

Current stats are displayed on the left, stats after the class change on the right. Improvements are shown in blue, decreases in red.

Class List

Shows the number of classmarks held, listed by class, as well as the level after a class change. Available classes are displayed brightly.

Dismiss*

Dismiss the selected unit, removing them from your party. Information on dismissed units is lost, and they will no longer be able to participate in battles.

*This command appears as you progress through the story.

Class Levels

Class levels are not determined by unit, but across your entire party. For example, if one of your warriors reaches level 7, all your warriors will be at level 7. Even a newly recruited warrior would become level 7 upon joining.

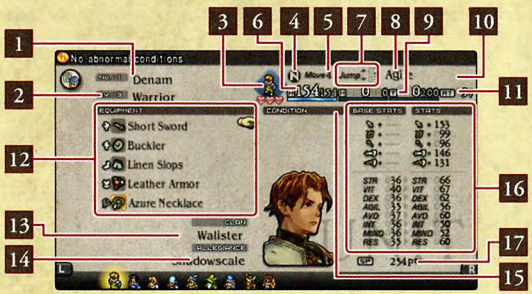
*Unit skills can make two units of the same class perform very differently in battle, so take skills into consideration when choosing your units' classes and roles in battle.

Gaining Class Levels

Class levels advance when a certain number of experience points have been won at the end of battle. Experience is allocated not by unit, but is divided among all the classes represented in the battle. Experience increases for a class the more units of that class survive.

Unit Information

By selecting a unit on the Party Menu, you can view specifics on that unit. Knowing a unit's condition and abilities can be helpful when forming a battle party (p.30).



1	Name and Number	The name and unique identification number of a unit in your force.
2	Class and Level	The unit's class (p.45) and level.
3	Sprite	How the unit looks on the battlefield. The hearts below the sprite represent life. A unit loses one life every time they are incapacitated in battle (p.35). Guest units are so indicated here.
4	Alignment	An indication of the unit's character and principles. Lawful (L): respects the rules of society. Neutral (N): strives to attain balance. Chaotic (C): values freedom above all else.
5	Move	The distance a unit can move depends on its race and class.
6	HP (Health Points)	Current / Maximum possible health points. The gauge below shows remaining HP.
7	Jump	The maximum difference in elevation a unit can move across.
8	Move Type	How the unit moves affects the types of terrain (p.33) they may cross, and the cost of movement.

The Hero's Actions Affect His Relationships

Each unit has their own alignment, and when they disagree with a choice the hero makes, their loyalty to him drops. A unit left with low loyalty may desert, so take care when making choices and taking action in battle.

While it is impossible to directly gauge a unit's loyalty, you can get a general idea by viewing the select help for a unit's name.

9	MP (Magic Points)	Current / Maximum possible MP. Units accumulate MP slowly over the course of a battle. MP drop to 0 at the end of battle.
10	RT (Recovery Time)	The smaller this value is, the faster a unit's AT (Attack Turn) will come around (p.34).
11	TP (Tactical Points)	Current / Maximum possible TP. Units accumulate TP slowly over the course of a battle and as they deal and receive damage. Special skills and finishing moves use TP. TP drop to 0 at the end of battle.
12	Current Equipment	Equipment is shown by location. Right Hand, Left Hand, Head, Torso, Legs, Arms, Jewelry
13	Clan	A unit's nationality.
14	Allegiance	The faction to which the unit belongs.
15	Condition	The unit's current condition.
16	Stats	A measure of the unit's abilities. "Base Stats" reflect a unit's natural abilities, while "Current Stats" show the unit abilities adjusted for their current class and equipment.
17	SP (Skill Points)	The unit's current skill points. Skill points are received at the end of battle, and are used to acquire new skills.

◆ **Reading the Stats**

Melee Attack	A measure of the power of unarmed and armed attacks.
Ranged Attack	A measure of the power of attacks using thrown and missile weapons against enemies at range.
Magic	A measure of magical power.
Defense	A measure of defense effectiveness against unarmed, melee, and ranged attacks.
Magic Resist	A measure of resistance to magical attack.
STR (Strength)	Mainly affects the power of melee and ranged physical attacks.
VIT (Vitality)	Affects defense against all attacks.
DEX (Dexterity)	Affects melee and ranged accuracy and attack.
AGIL (Agility)	Affects the accuracy of attacks.
AVD (Avoidance)	Affects the ability to avoid attacks while defending.
INT (Intelligence)	Affects the power of magical attacks.
MIND (Mind)	Affects the success of special skills and offensive and defensive magic.
RES (Resistance)	Affects the ability to resist magic.

~ World Map ~

Party Menu Enchiridion

An "enchiridion" is an ancient text divulging the secrets of an art. Discover here tips and tricks to help you prepare your units for battle.

Find the Equipment, Spells, and Skills that Fit

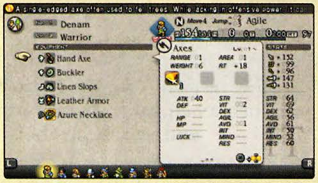
Certain pieces of equipment, spells, and skills are only usable by units of a particular class or level. With a piece or skill selected, press the □ button and use the right/left directional buttons to view required class and level information. There are six possible pages of information, depending on what is being checked.

1	Weapon/Armor category, RT (p.34) modifier, range, attack, and defense.
2	Buffs gained by equipping, and the effect of using any items.
3	Resistance against physical damage, elements, and races (armor only). Elemental resistance for air, earth, lightning, water, fire, and ice indicates a reduction in the corresponding type of damge (e.g. armor with high resistance to air will reduce damage taken from the air spell Deadshot). Light and Dark indicate resistance to the opposing element (e.g. the light-infused Shield of Sages increases defense against Dark attacks).
4	Classes represented in your party able to use the selected equipment. The numbers reflect the class levels necessary.
5	Skill type, level at which it can be learned, and skill rank (when applicable).
6	Elemental effects, area of effect, and skills required to cast spells, as well as arcana in inventory (magic only).

*See Select Help (p.8) for more details.

Limitations on Equipment

Each unit can equip a maximum of five pieces of equipment, as long as each piece can be worn on a different location.



Right Hand / Left Hand	Weapons and shields are equipped on the hand. Two one-handed weapons may be equipped, or one two-handed weapon. A shield may only be equipped in the left hand (the second slot).
Armor	Items may be equipped in two of the following slots: head / torso / arms / legs.
Jewelry	Only one piece of jewelry may be equipped.

Skill Types

Skills are divided into the following four categories.

Command	Once assigned, these skills (such as Divine Magic) become available under the Act command (p.36) during battle.
Support	Once assigned, these skills have passive effects, such as changing movement type, adding attack power, and a variety of other effects.
Action	Once assigned, these skills become available under the Skills command (p.38) during battle. Action skills require TP to use.
Special	Unique skills available only to certain races, such as the dragon's breath attack. These are available under the Act command and require TP to use.

Using Magic

In order to use acquired spells, you must assign the appropriate "Command" skill for that type of spell.

The following gives an example of the steps necessary for a Cleric (p.45) to cast the spell "Heal."

1. Obtain the divine magic arcana "Grimoire Vitalite."
2. Under the Party Menu, choose Magic (p.19) / Learn, then select the "Grimoire Vitalite." This learns the spell "Heal."
3. Under the Party Menu, choose Skills (p.20) / Learn, then select the command skill "Divine Magic" to learn.
4. Under the Party Menu, choose Skills / Assign, then assign "Divine Magic."

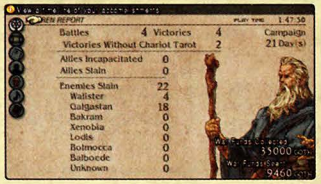
~ World Map ~

The Warren Report

One option from the Main Menu is the Warren Report, a helpful collection of information on events and people on the Valerian Isles.

The Warren Report

Under the Main Menu, choose "Warren Report" to view information on events, and the people you've met or heard of on the isles.



The Wheel of Fortune

View a time line of past events and battles.

Select an event or battlefield to see more details. Some dialogue scenes can be replayed by pressing the ⊗ button.

Tidings

Review a list of your accomplishments in the game. Some dialogue scenes can be replayed by pressing the ⊗ button.

Warren Omon

Former leader of the New Xenobian Mages Regiment. Some think of this wizened diviner as a true prophet. Events have led him to be stripped of his rank and exiled from his country.

Talk

Learn the latest happenings from across the isles and beyond.

People

Learn more about the people you've encountered.

Titles*

Review the titles you've earned.

*This option becomes available as the story progresses.

Music*

Listen to music you've unlocked in the game.

*This option becomes available as the story progresses.

Play Guide

View various game play tips. Helpful if you need assistance with battle or any map controls. You may also find hints for better play here, so be sure to check out any new articles when they become available.

The World Tarot*

As the story progresses, the Wheel of Fortune transforms into the World Tarot, allowing you to turn back time to an earlier spoke upon the Wheel (an anchor point) and replay the story with your current party intact.

*This option becomes available as the story progresses.

An Anchor Point

Replay the story from any of these points.

~ World Map ~

Shops

Buy

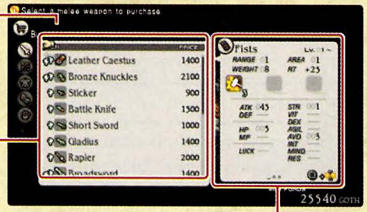
Spend goth to make a purchase. Choose category, name, then amount to buy.

Change View

Change your view to only those items in a chosen category.

Item List

Item name and cost.



Item Information

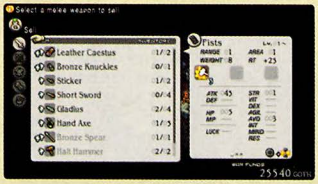
Details of the selected item. The information shown varies by item (p.24).

◆ Item Categories

Melee Weapons	Swords, axes, spears, and other weapons used for close-quarters combat.
Ranged Weapons	Bows, blowguns, and other weapons used at range.
Armor	Armor wearable on various parts of the body. Wearing armor can affect a unit's stats. (pp.22-23)
Arcana	A book or scroll containing the written formula for casting a spell. Under the Party Menu choose "Magic" (p.19), then select an arcana to learn a spell.
Sundries	Consumables such as the "Mend Leaf" which restores HP, and the classmarks required for units to change classes (p.21).

Sell

Sell off any inventory you no longer require. Choose category, name, then amount to sell. Your war funds will increase with every sale.



Hiring Units

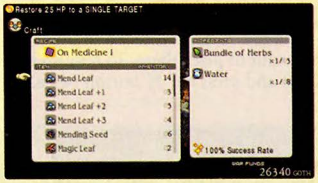
You can spend goth to hire new units for your party. Choose the unit you wish to hire, then choose that unit's alignment (p.22). You will then be asked to confirm your choice. Select "Change Name" to customize a unit's name to your liking. Note that the maximum number of units in your party is set to 50, excepting guests (p.30). If you are at your limit, be sure to dismiss a unit (p.21) before hiring another.

Auctions

Sell off a monster in your forces for extra goth. You will also have to pay a small fee to the auction house master. Once your auction sells, you will receive the market price for your monster.

Crafting*

If you possess the proper recipe, you can craft items in your inventory into new items. Begin by first choosing a recipe, then an item to craft. Success results in a new item, but be warned that crafting sometimes results in failure.



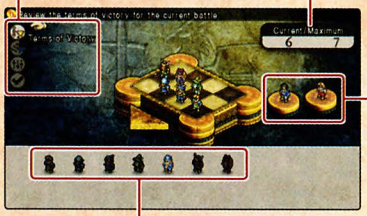
*This option becomes available as the story progresses.

~ The Battlefield ~

Forming a Battle Party

How to Form a Battle Party

The number of units that may participate in a battle party varies by battle. Keep this limit in mind when selecting and placing your units. When you are finished placing all units, select "Confirm Battle Party" or press the START button to begin the battle.


Battle Party Menu
Current / Maximum
How many units you've already placed, and the maximum number allowed in this battle.
Guests
As the story progresses, you'll pick up guests who will join you in battle as free agents; on your side, but not under your control.
Unit List
Units already placed are darkened in the list.

Unit Placement

To place a unit, first choose an open tile, then press the ⊗ button. Press the ⊗ button a second time to return to the unit list and select the unit to place there. To remove an already-placed unit, select the unit and press the ⊗ button twice.

Choose an empty spot...

And place your unit!

Changing Unit Placement

To change where a unit is placed, select the unit and press the ⊗ button, then select their destination tile. If a unit already occupies the tile, the two units will switch places.

Select the unit you want to move and press the ⊗ button...

Then choose where you want the unit to go!

The Battle Party Menu

You can use the options on the Battle Party Menu to view the terms of victory for a battle, or configure game play.

Terms of Victory	Review the terms of victory and defeat for the current battle.
Unit List	Examine your units. Selecting a unit opens the Party Menu (pp.18-25). *Pressing the △ button while placing units will also show the unit list.
Options	Set options for game play. (p.17)
Confirm Battle Party	Begin battle with selected units.

Optional Battles

While moving across the World Map, you might find yourself embattled in a stronghold you already control. These frays are called "optional battles," and frequently feature unusual enemies or rarely encountered monsters. They are also a chance to pick up rare items.

The hero need not participate in these optional battles, and it is also possible to retreat should you not wish to fight (p.41).

~ The Battlefield ~

Understanding the Battlefield

Once you've formed a battle party, you're ready to take the field. Always be aware of terrain conditions and weather when you plan your strategy.

How to Read the Battlefield

Terrain differs on every battlefield.

Help
Help for your current selection.

Elevation
The elevation of the selected tile. Larger numbers indicate a higher elevation.

Terrain Info
Details on the selected tile's terrain type.

Unit Info
Level, name, life, HP, MP, and TP of selected unit (p.22-23).

*MP and TP both start at 0 at the beginning of battle and increase during the battle.

Attack Turn

RT Remaining
Remaining RT for the selected unit. The unit's AT (Attack Turn) comes when this count reaches 0 (p.34).

Unit Order
The turn order for all units is shown by small icons. Colors indicate each unit's allegiance.

Order of Selected Unit / Total Unit Count
Shows the order in which the selected unit will act.

Predicted Outcomes

When choosing targets for spells (p.37) and the like, you will see predicted results for damage and accuracy.

The Lay of the Land

Battles are waged across a wide variety of terrain, including grass, rocky outcroppings, and rivers. Each terrain tile has its own particular characteristics, some of which may affect attacks or movement costs.

Some terrain tiles are also affected by the weather, so be sure to know your terrain before moving out.

Terrain Information

Melee Accuracy Modifier
The terrain's effect on melee attacks. The higher the number, the greater the accuracy.

Ranged Accuracy Modifier
The terrain's effect on ranged attacks. The higher the number, the greater the accuracy.

Tile Type
Types include grass and desert.

The Weather

With each passing turn, the weather on the battlefield may change. Weather can have an effect on movement costs and attack accuracy, and can influence the outcome of battle.

Weather and Element
Press the START button during battle to view the weather and elemental affinity of the battlefield.

Bags of Loot and Tarot Cards

Felled enemies may drop bags of loot and tarot cards. In order to pick up a tarot card, one of your units must "End Turn" (p.39) in the tile where the card was dropped. Bags of loot will be automatically retrieved when the battle is over, provided one of the enemy units does not retrieve it first!

Bag of Loot	Contains equipment and consumables.
Tarot Card	Changes the stats of the unit who takes it and can be used as an item.

~ The Battlefield ~

Waging Battle

Move your units to engage the enemy, and meet the terms of victory to end a battle with success.

The Rules of Engagement

Battles are won when the terms of victory displayed at the beginning of each battle are met.

After the battle is finished, a results screen is shown, after which you return to the World Map. However, in places like castles, where many battlefields stand next to each other, one battle may follow right after the other. In these situations, you will not be able to return to the World Map until the key battles have been won.

The Results Screen

After battle, you receive loot dropped by your enemies, experience befitting the battle, and skill points. Experience and skill points are divided among the classes and units who survived the battle.

Game Over

Should you run afoul of the terms of defeat in a battle, the game is over. You will return to the title screen where you may choose Save Data or Quick Save Data to resume your game.

RT and AT (Turn Order)

Each unit has an RT (Recovery Time) value which gradually drops as battle progresses. When a unit's RT reaches 0, their AT (Attack Turn) begins, and they may take action.

When Your Attack Turn Comes…

When one of your unit's AT comes, press the ⊗ button to open the Battle Menu (p.36-39) and determine your unit's actions.

Selecting "End Turn" will pass AT to the next unit in order.

*Available commands vary depending on the type of unit and the situation

*Of the units on your side, some (guests) will move independently, without your orders.

Unit Actions and Changing AT

When one of your unit's AT arrives, should you choose "End Turn" without performing any other commands, that unit's next AT will arrive sooner than it otherwise would have. If you feel that none of the unit's actions are useful at the time, end that unit's turn and prepare for their next AT instead.

*For more details on RT, see p.48 "What is RT?"

Incapacitated Counts and Unit Loss

When a unit takes enough damage to reduce their HP to 0, that unit is incapacitated. A number will appear over the unit's head, gradually counting down as battle progresses. Before the number reaches 0, it is possible to revive the unit using a spells such as Resurrect, or items such as a Blessing Stone. Units whose count reaches 0 will lose one life and be removed from this battle, unable to return to the fray until the next battle is joined. Units with no remaining life are "deceased," and can only be dismissed from your roster or have their skills scavenged for use by another unit.

The Case of Undead

When undead units reach 0 HP, they are "stilled," and will rise again after some time has passed. Undead enemies must first be stilled, then vanquished with the use of spells such as "Exorcism" in order to completely remove them from battle.

~ The Battlefield ~

Battle Menu

Select an active unit on your side and press the ⊗ button to choose from commands such as "Move" and "Skills."

Move

Move your unit across the battlefield. Select one of the blue tiles within range, and press the ⊗ button to move.

*Movement range varies with weather, terrain, and the unit's "Move" and "Jump" stats.

*You can redo a unit's move during its turn as long as it has not taken any other action.

Act

Attack with weapon in hand, cast spells, and use special skills or items from your inventory. After choosing the desired action, the corresponding range will be shown in yellow. Choose a target within range to complete the action.

Melee Attacks

Attack a nearby target with the unit's equipped melee weapon.

Ranged Attacks

Attack a distant target with the unit's equipped ranged weapon.

Elevating Your Strategy

Some tiles on the battlefield have dramatically different elevations. On battlefields with a lot of cliffs, regular units will find their movement restricted, giving highly mobile units such as fliers an advantage.

Higher elevations also provide increased range to missile weapons, so be sure to always consider elevation when planning your strategy.

Magic

Use MP to cast spells.

MP Cost

The amount of MP required to cast the spell.

The Main Schools of Magic

Air Magic	Magic that draws power from the spirits of the air, whipping up winds to deal damage and alter unit conditions.
Earth Magic	Magic that draws power from the spirits of the earth, sending dirt and boulders to deal damage and alter unit conditions.
Lightning Magic	Magic that draws power from the spirits of lightning, wielding thunder and lightning bolts to deal damage and alter unit conditions.
Water Magic	Magic that draws power from the spirits of the water, wielding steam, rain, and mist to deal damage and alter unit conditions.
Fire Magic	Magic that draws power from the spirits of fire, wielding flame and hot gasses to deal damage and alter unit conditions.
Ice Magic	Magic that draws power from the spirits of ice, wielding frigid cold and icy shards to deal damage and alter unit conditions.
Divine Magic	Magic that draws power from the spirits of the light, primarily to restore HP and cure ailments.
Dark Magic	Magic that draws power from the spirits of the darkness, wielding dark energies to deal damage and alter unit conditions.

*At the beginning of battle, MP for all units is 0. MP accumulates with time and can be increased by the use of items.

Conditions

Attacks and magic can alter the condition of a unit. Magic and items can also be used to cure unwanted conditions.

*Use "Condition" (p.39) to learn more about a unit's condition.

Petrified	The unit's body turns to unmoving stone. While the unit's chance to avoid weapon attacks is reduced to 0%, their defense is high, and they take very little damage.
Poisoned/ Envenomed	The unit takes damage at recurring intervals.
Stunned	The unit is sometimes unable to take action.
Asleep	The unit is asleep, reducing chance to avoid weapon attacks to 0%. Any of the above methods, as well as taking damage, will revive a sleeping unit.
Charmed	The unit suffers momentary confusion and attacks an ally. Any of the above methods, as well as taking damage, will bring the unit to its senses.

Special Skills

These actions are available to Dragons (p.46) and other unusual units capable of using their natural abilities in combat. There is a TP cost associated with every special skill.

Finishing Moves

Finishing moves are learned by raising the rank of a weapon skill (p.20). An amount of TP and an appropriate equipped weapon are required to use a finishing move.

At the beginning of battle, TP for all units is 0. TP accumulates with time and with damage dealt and taken.

Inventory

Use sundries and certain pieces of useable armor in your inventory. Some sundries require a support skill such as "Field Alchemy" before they can be used. Requisite skills can be seen by going to Inventory (p.20) under the Party Menu.

Skills

Use learned skills by choosing "Skills" then the skill you wish to use, then the target. Skill use requires an amount of TP.

Condition

Check a unit's stats, buffs, and debuffs. You can switch units by pressing the L or R button. See pp.22-23 for a description of unit stats.

AI*

Units can be assigned a role and allowed to determine their own actions. Choose "Manual" to resume direct control of your unit.

*This option becomes available as the story progresses.

◆AI Modes

Melee	Unit charges the enemy lines.
Vanguard	Unit holds the party's front line.
Ranged	Unit fires on the enemy from a safe distance.
Rear Guard	Unit holds back to defend the party's magic users.
Caster	Unit cast spells at the enemy from the back line.
Healer	Unit heals the party from the back line.

End Turn

Choose a facing for your unit to end their turn. Note that attacks from a unit's rear have a better chance to hit, while attacks from the front are more likely to miss.

Consider which side your enemies will attack from to face your units properly.

Interrupt

When guests or enemies are moving, press the △ button to pause the action and check your on unit stats, or adjust your AI settings. When you are finished, select the checkmark to resume battle.

~ The Battlefield ~

System Menu

Check controls and adjust game options from the battlefield—or leave a battle midway.

Opening the System Menu

Press the START button during battle to open the System Menu.

Terms of Victory

Review the terms of victory and defeat for the current battle.

Unit List

Examine all units in the current battle. Press the ⊗ button to see more detailed stats for the selected unit.

Friendly Unit List (With Default Settings)

Examine all units in your party, even those not in the current battle. Press the ⊗ button to see more detailed stats for the selected unit.

Chariot Tarot*

Turn back the Wheel to return to an earlier attack turn and reissue new commands.

*This option becomes available as the story progresses.

Screenshots

Browse your screenshots.

Controls

An overview of the game's controls (p.16).

Options

Adjust game options (p.17).

Return to Title (Quick Save)

Exit the current battle and return to the title screen. Select "Start Game" and "Continue" to resume your game (pp.10-11).

Retreat

You may only retreat from optional battles (p.31).

The Chariot Tarot

In Tactics Ogre, you can use the Chariot Tarot to return up to 50 moves into the past to try alternate strategies.

Press the L button or choose from the System Menu to show a list of up to the last 50 turns. Choose where you'd like to return, and press the ⊗ button.

*Note that making the same choices will result in the same outcome. To change the future, you must change the past.

Acting Unit Information

Acting Characters

All units who have acted thus far.

Action Taken

Log

Press the △ button to show a detailed log of actions taken.

Challenge Battles

Challenge Battles are a single player experience where you create a battle party from your own units and send them to challenge another player's units.

Forming a Challenge Party

Make a new challenge party or modify a previous party.

A New Party

Follow these steps to form a party from your own units:

1 Load Save Data

First, choose save data to load. Once the load is complete, press the ◎ button to proceed.

2 Choose a Party Name

Enter a name for your team. When you are done, select the checkmark.

*Other players may see the name you choose here, so avoid names that may be offensive or divulge personal information.

3 Create a Party

Choose the units to form your party. Up to 12 units may be placed. When you are finished, select the checkmark to save your party data. Once saving is complete, you will be taken to the modify screen (p.43).

Saving a challenge party requires a Memory Stick™ (p.11).

Power Rank

An indicator of your party's overall strength.

*You will not be able to change units once you have saved your party data.

Loading a Challenge Party (Modify Challenge Party)

Here you can load challenge party data to modify your team name and unit AI. Choose party data to load to reveal the following options:

View Units	View challenge party units.
Change Party Name	Change challenge party name.
Choose Battlefield	Select the battlefield where the parties will do battle.
Set AI	Set unit combat AI.
Set Battle Cries	Set the battle cries units will shout during battle.
Set Rank Limit	Set an upper rank limit for your opponents. You cannot battle opponents whose rank is higher than the limit.
Save Party	Save the challenge party and its settings to the selected storage media.

Challenge Party Battles

Send one challenge party into battle against another. You will control one of the parties, and the computer will control the other.

Choose an Opponent

Pit one saved challenge party against another. Once you have chosen an opponent (to be controlled by the computer), select the checkmark to chose the challenge party that you will control. When you are finished, select the checkmark to begin battle.

*You must have more than one challenge party saved to hold a battle.

Exchanging Challenge Parties

Using Ad Hoc mode, you can send challenge parties to another player's PSP® system.

*Be sure to check that your WLAN Switch is ON. Do not turn off the WLAN Switch until the exchange is complete.

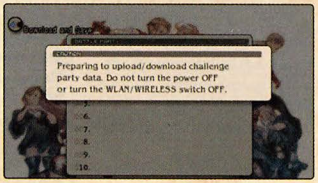
Sending Challenge Party Data

Send a challenge party you have created. Choose a party to send and select the checkmark.

Sending Challenge Party Data

You can receive a challenge party created by another player and save it to your PSP. Once a connection is made, you will see a list of available party data to choose from.

Saving received challenge party data requires a Memory Stick Duo™ or Memory Stick PRO Duo™ (p.11).



Classes

Classes are unit specializations, each with their own characteristics. The following is a brief introduction to some of the main classes in Tactics Ogre.

*A classmark is required to change a unit's class (p.21).

Warrior

A mainstay melee attacker, adept with a wide variety of weapons. Lacks flexibility due to only average ability in most areas.

Archer

A mainstay ranged attacker, adept with bow and crossbow, though their accuracy drops sharply in bad weather.

Wizard

A magic-user who casts spells to damage, weaken, and strengthen others. Low defenses make them poor in close-quarters combat. Female wizards are called "enchantresses."

◆Wizard◆ ◆Enchantress◆

Cleric

A wielder of divine magic who mends wounds and cures various ailments. You'll want one in every battle party.

Rune Fencer

A well-rounded caster of attack and healing spells who is also adept at sword and spear-play. Able to move through water tiles. Female rune fencers are called "valkyries."

◆Rune Fencer◆ ◆Valkyrie◆

Knight

An excellent front-line warrior, able to use healing magic. Nothing stops an enemy's advance like a knight in their path.

Berserker

A melee attacker entirely unconcerned with their own safety. This barbarian boasts a strong attack but a weak defense.

Monsters

Dragon

A dragon's scales reduce damage while their breath attacks deal vast amounts of harm to enemies. There are dragons of each element: air, earth, lightning, water, ice, light, and dark.

Clay Golem

A monster fashioned from clay that deals powerful crushing attacks.

Gryphon

A monstrous lion with the head of an eagle and giant wings. Able to move with ease over rough terrain and changing elevations.

Octopus

A large monster that can move through water with ease.

Gameplay Tips

Battle Hints

Forming the Perfect Battle Party

Make sure your battle party includes both classes skilled at melee combat (warriors, knights, etc.) and those skilled at supporting from the back lines (wizards, clerics, etc.).

Note that the positions you choose in the battle party screen (p.30) will be the units' starting positions in battle, so always consider your units' capabilities. It helps to place units with low defense toward the rear, and those with fast movement speeds toward the front.

Focus Your Fire

Don't try to deal damage equally to all your enemies. Focus your efforts on taking one down at a time. If the terms of victory call for you to defeat the enemy leader, you do not need to kill all enemy units. At times, it may be best to simply focus your attacks on one or two key units to end a battle quickly.

Take care: your enemy loves to single out units with low defense for attack. When using your wizards and clerics, be aware of their position relative to the enemy and avoid attacks.

*Press the □ button and the directional buttons to change your view of the battlefield in order to properly assess enemy positions.

Always Check Predicted Outcomes

Whenever you select a target for an attack or spell, the predicted damage, values, and/or accuracy will be displayed (p.32). When the prediction doesn't look good, consider changing actions or targets.

Using the Chariot Tarot

If you have a "What if" moment, or just want to try a different strategy, press the L button or select the Chariot Tarot under the System Menu to rewind the battle to a previous turn.

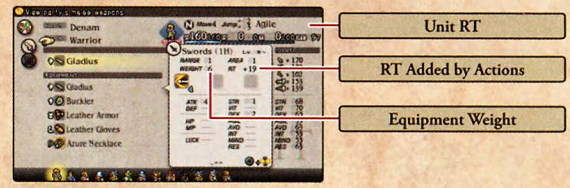
Note that making the same choices will result in the same outcome.

Ranged Magic and Blowguns

Some spells, such as Deadshot and Lightning Bow, and ranged weapons like blowguns fire in a direct path (trajectory) across the battlefield. Take care, if one of your units is in the way, they can be hit by friendly fire.

What is RT?

When determining what unit gets to act next in battle, the RT of all units is compared, and the one with the lowest RT moves first. A unit's basic stats, the weight of their equipment, their class, and their actions in the previous AT (Attack Turn) all affect the unit's RT.



Armor Weight and RT

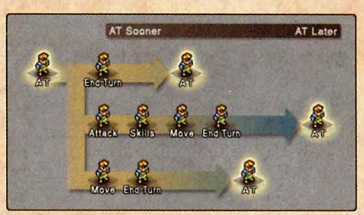
Each piece of armor has a weight associated with it. The heavier the armor a unit is wearing, the larger that unit's RT value will be. Always consider this effect when equipping your units.

Class and RT

Each class has a basic RT value associated with it. If a unit changes class, their RT may also change, affecting their order in battle.

Actions During Attack Turns and RT

Each action taken during a unit's AT affects that unit's RT until their next AT comes around. The distance of a move, and the details of an action or skill affect the amount of RT added. Equipment and spells also have RT values, each adding to a unit's RT when their effects are used.



Understanding the Attack Turn

The line of units displayed whenever the cursor is over a unit during battle is the order of unit AT (Attack Turn) (p.32).

To check the AT of every unit in a battle, press the △ button to show a list of all units in the battle, then hold down the □ button while pressing the right/left directional button to re-sort the units by order of AT. Always know who will move next, and avoid needless actions so your own units will move quicker.

When the Going Gets Rough...

When you just can't defeat a stronger enemy force, you might try engaging in optional battles (p.31). Build up experience points and skill points through these optional battles to strengthen your forces.

*Optional battles become available as the story progresses.

At Battle's End

Acquiring and Assigning Skills

When a battle ends, the surviving units receive skill points as a reward. You can use skill points in the Party Menu to learn new skills and assign them to strengthen your units (p.20).

The Tough Go Shopping

As the story progresses, more articles become available for purchase in the shop (p.28). Check in to build your arsenal of weapons, armor, and arcana. Note that some armor and arcana have class and level restrictions to use (p.24).

One Final Word

Save Early, Save Often

Even at strongholds under your control (strongholds waving a blue flag) you can fall into battle. It's a good idea to save your progress before moving. At castles and other places with many battlefields in close proximity, you will not be able to return to the World Map until you are victorious. It is a good idea to keep several separate saved games to give you a choice of places from which to resume play.

Check the Warren Report

As the story progresses, more and more tidbits of vital information will find their way into the Warren Report (p.26). You may even hear about events unseen in the main story, and hear an unexpectedly useful hint, so check the report often.

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